



Single Copy
Price \$1.50

President's Message/R. Kushner.	2
Getting Down to BASICS/R. Kushner	3
Art's Arcade/A. Leyenberger	4
Tidbits/A. Leyenberger.	5
Filemanager to Synfile/R. Schill.	7
Beyond Armageddon/Lord Demonfire.	8
Logo Art/F. Pazel	8
May 6th Meeting	9
Letter to JACG Figger/D. Forbes	10
A Kid's Eye View/P. Semel	11
My First Impressions/R. Schill.	12
June 9th Meeting.	13
ComputerPoem/V. Hwang	13
FORTH For The Millionaire/D. Forbes	16
Business Computers/R. Rospond	17
JACG T-shirts/M. Murphy	18
Diskeeper/J. Rowland.	19
Telecom/L. Moriano.	20
Random Numbers/H. Hirschfeld.	21
The Report Card/F. Pazel.	22
JACG Disk Library Listing/Part V.	25
Cartoons by Tony Pellechio.	16,19,22

AND NOW A WORD FROM THE PRESIDENT....

We've had an interesting progression of speakers at our most recent meetings. First we had Chris Crawford, an ace Atari programmer and former employee, then Jerry White, an ace Atari programmer and then Fernando Herrera, an ace Atari programmer and former Atari star winner. From these three we got an entire spectrum of views on Atari, past, present and future. The common thread that was woven through all the speakers' presentations was their love for the Atari computer and programming it. Chris felt that the future of programs for the Atari was very weak; Jerry felt that it was weak but that we, the users, could bring it back to life; Fernando felt that it was still alive and well, although it's health could be improved. What does it all mean? First off, we should be grateful that three programmers of this caliber have such a passion for the Atari and have contributed so much to making it a joy to use. Secondly, we should be pleased that they thought enough of JACG to come to a meeting and talk to us. Finally, we should appreciate that each brings their own personal prejudices to their presentations.

JACG is about to undergo a large turnover in officers. We have recently seen the departure to Hong Kong of Rick Olson, our first and only Treasurer, and his replacement by Ron Kordos. Anne Tom is expecting a child in the fall and will be leaving her post as Secretary in September, necessitating us finding a replacement. Rich Rospond has announced that he will not be serving as Program Chairman after the fall elections. All of these people have done terrific jobs in their positions with JACG and they will be missed. I know, however, that among our large membership are others who are capable of doing equally good jobs. Come forward and volunteer to serve in one of these positions. You will not regret having contributed both to the future of JACG and to your own development.

One other position will have to be filled with the fall elections. I will be stepping down as JACG President. I am very proud of my contribution to founding this terrific group and to seeing it grow to its present prominence in the Atari community of User Groups. However, I feel that it is time for me to move on to other things and to encourage the introduction of new ideas and plans that will keep JACG vital. I will certainly help whoever is chosen as the next President in any way that they see fit.

Overall, I think that it is very healthy to have a turnover of officers. I have seen other groups wither and die because just a few people were carrying all the

load, and, when they tired, the group folded. We have the golden opportunity to rethink and redefine our purposes and plan future activities to accomplish them. As I have often said, we have the talent within JACG to go on to bigger and better things. My urging that you contribute some time and effort to JACG takes on even more importance as we travel through this change of leadership.

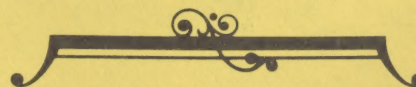
One member, Michael Murphy, has taken the effort to work on the idea of a JACG t-shirt. I checked on the amount of interest in such an item (at a \$5 price) at our June meeting and was encouraged by the large response. Michael will present a design at the July meeting and shirts will be available in August. All profits from the sale of the t-shirts will go to JACG, where they will be earmarked primarily to raise funds for a hard disk for the Bulletin Board System. We anticipate two color choices and many size choices with one logo. You will probably find more information elsewhere in this issue.

Richard Kushner - JACG President

JACG



JACG Newsletter Editor Frank Pazel pours a stack of Post cereal Fun'nFitness seals into the hands of Janice Bendziewicz, Mathematics Resource Person at Elmwood School, East Orange. JACG members had contributed the cereal premiums which can be redeemed for Atari software and hardware. Elmwood School will add these seals to those they collected so students will have more Atari materials with which to work. Thanks to all of you who helped with this worthwhile project.



GIVE A BIT!!!

Contribute to the Newsletter this month.

Getting Down to **BASICs**
by Dick Kushner - JACG

The "BASIC" mentioned in the title of this column refers to more than the Atari BASIC language. One of the "basics" you need to consider is how you can best use your Atari to relieve you of some burdensome tasks that are best handled by a computer. The best example of this, which also happens to be (in my opinion) the most important use of a personal computer, is word processing.

What is word processing? This "high tech" word may put off some people. Basically, word processing is all the good parts about using a typewriter and none of the bad ones. It's making corrections without making eraser tears. It's making multiple copies without using carbon paper. It's making several letters that are fundamentally the same without needing to retype the entire document.

The power of the computer is utilized in that the text you type is saved in the computer's memory where it is constantly available for review and modification. Did you accidentally spell "the" as "teh"? Did you forget to capitalize your own name? Should paragraph #1 really be paragraph #3? Never fear! Using the editing power of the word processor you can fix and change to your heart's content only those parts that need it without altering the remainder at all. Depending on the particular word processor, you will be able to delete or insert letters, words or paragraphs. In addition, you'll be able to rearrange the text to meet your needs.

One of my favorite features is the "search and replace" function. This is ideal for the case where you misspell a word repeatedly throughout your text. The hard way to fix this is to go through the text and individually fix each occurrence of the error. The easy way is to use the search and replace command to find and replace each error, with you only once telling the computer the wrong and right spelling. This feature has an extra value that I find very useful. Say you are typing a long paper that uses the word "antidisestablishmentarianism" many times. No one should have to type this word more than once! When you type the text the first time, simply type "qq" everytime the word appears. Then, when you have finished all of the text, use the search and replace command to replace each "qq" with "anti.....". The trick here is to use some letter combination that never appears normally. You can use several different combinations as substitutes for any number frequently used, difficult to type words or phrases.

What you have done is to use the computer to do the boring, repetitive, memory intensive functions so that you are free to do what people ought to be doing thinking and creating. The word processor will then have become your servant, freeing you from all the menial tasks. This is the essence of what a computer ought to do for you.

Next month, we'll talk about the word processors that I use and why. Now, let's look at a piece of equipment that is to the word processor what the TV screen is to the computer. I refer, of course, to the printer.

A word processor without a printer is of very little value. So, your decision is not whether or not to get a printer, but rather which one. Printers fall into two broad categories, letter quality and dot matrix. The letter quality printers print with typewriter quality, but do it very slowly. Dot matrix printers print with less than typewriter quality, but very fast. The typical dot matrix printer is 2 to 10 times faster. My personal prejudice favors dot matrix printers for the following reasons: their speed, their variety of print styles, their low price, their reliability. Print styles range from crude "you can see each dot" to fine "almost letter quality". In addition, you can usually get italic, double width, bold and miniature printing from a dot matrix printer. This is because the mechanism doing the printing is merely a vertical row of (usually) 9 metal pins which, when activated, strike a ribbon and make an image of a dot on the paper. A microprocessor in the printer insures that when you call for an "a" the correct pins are activated as the mechanism moves across the paper. Thus, it is the "software" that defines the character to be printed, and, thus, you can get so many print styles. The printer gives you different print qualities by printing a line more than once and displacing its printing sideways or down or both in order to fill in between the dots and give the characters a solid appearance.

It can also be argued that you ought to purchase a printer that has a large share of the market. This is true because this will guarantee that software that uses the printer (word processors, data bases, etc.) will be compatible with your printer. There is nothing more frustrating than finding that your printer won't underline with Company A's software. Caveat Emptor! Be sure to check that the printer you want works with the software you need!!

JACG

GIVE A BIT!!! GIVE A BIT!!! GIVE A BIT!!!

Art's Arcade
By Arthur Leyenberger - JACB

Copyright (c) 1984 by Arthur Leyenberger

Summer is here and it is time to get your bottom outdoors to enjoy some sun and fun. In case it rains though, here are two games that are worth considering.

Cosmic Tunnels

There are many things that make a game enjoyable to play. Brilliant graphics and luxurious sound are just a couple of elements that may be factored into the playability equation. Another important factor which is often overlooked is originality or what I call the "Cuteness Coefficient".

Cosmic Tunnels, a new game from Datamost, not only has good graphics and original music but also has a high Cuteness Coefficient.

The game begins as you maneuver your spacecraft to one of the four tunnel gates at the top of the screen. Be sure to dodge the falling meteors or you will lose vital energy needed for the rest of your journey. Once you have entered a tunnel you begin a 25-second space warp in which you score points by blasting away space mines that have been planted by the Jebbs. If a mine gets past you or hits your ship, you will lose additional energy.

Upon exiting the tunnel you land on the asteroid while avoiding the enemy defense system consisting of bases and missile systems. The missile bases are destroyed by dropping bombs from your ship but your immediate goal is to land on the space pad.

After you land, one of your three astronauts exits the ship. She is maneuvered via your joystick to the glowing energy bars at the bottom of the screen. Depending upon which asteroid you land on your foes will vary. You will have to avoid Dynobots, Electric Lizards, Space Turkeys, Monsterous Munchers and quicksand.

Each energy bar must be retrieved individually and brought back to your ship. One way to return to the ship quickly is to maneuver the astronaut to one of the four corner launch pads. Depending upon which tunnel you entered, the astronaut will be assisted by either a jetcopter or rocket springs.

The rocket springs are a clever game feature. When you point to another pad and press the joystick button, the astronaut is "launched" and flies through the air (atmosphere) to a destination pad. Springing around the asteroid surface is one of the best parts of this game. The local aliens do not know what to make of you as you go flying across the screen.

Once you have returned all or as many as are left of the energy bars to your ship, you automatically lift off. All of the enemy

missile bases must be destroyed before you can return back through the warp tunnel to the moon base. You then continue to the rest of the asteroids until you recover all of the energy bars or run out of energy.

Cosmic tunnels is a challenging and fun game. The various screens give the game character and the rocket springs are very original. Tim Ferris has done a good job on this game.

Joust

In Joust you fly alien ostriches among several levels of floating islands to combat hordes of computer controlled flying knights. This scenario sounds a little preposterous but is great fun. Enemy riders are engaged in jousts which result in your loss of life if you are unseated. If you unseat your opponent, the suddenly frustrated riderless mount lays an egg. The egg sails through space until it lands on one of the levels or falls into the lava pits at the bottom of the screen. Pouncing on the egg quickly adds points to your score. Otherwise a new, more ferocious jouster will hatch.

Jousting with the Buzzard Riders (your opponents) is the name of the game. Your lance must be higher than your opponent's lance for you to win. Landing on an opponent from above is an equally effective means of winning the fight. Your bird is maneuvered with the joystick by pressing the fire button to flap its wings. Collisions with playfield objects are not harmful and can be used to your advantage in maneuvering. When you have vanquished all of your opponents and retrieved all of the eggs the wave is over. A new wave with additional menaces begins.

Your enemies have different skill levels depending upon their color. The red Riders, called the Bounders, are the easiest. Next are grey adversaries called Hunters and the most fearsome are the Shadow Lords wearing blue. Occasionally a pterodactyl appears on the screen that is almost impossible to kill.

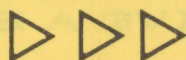
There is another hazard to be wary of. Living at the bottom of the screen is the Troll of the Lava Pits. This awful meanie reaches up and grabs low-flying jousters and pulls them down to their deaths. The Troll's fire eventually burns away the bridges that have kept the jousters safe from harm.

One of the best features of Joust is that it can be played by two people either against each other or in cooperation against the evil Buzzard Riders. In the cooperative game if neither player is unseated during the round, both players receive an additional 3000 points apiece. Surely incentive for a well defined strategy.

Joust is an entertaining game that is true to its arcade namesake. The flying animation is well done and so are the bird sounds. This imaginative and challenging game from Atari is sure to become a classic.

JACB

GIVE A BIT!!!



Two Hours A Year Isn't That Much



We need your ideas and articles to keep our newsletter the best.

TIDBITS

News and Views By
Arthur Leyenberger
Editor-at-Large, JACG Newsletter

Copyright (c) 1984 by Arthur Leyenberger

Atari's New Products

Atari recently announced a couple of new products. The new 7800 ProSystem videogame uses a new graphics chip, has redesigned controllers and can play 2600 game cartridges. Price is \$150 for the player which comes with Pole Position II. Will be available by the end of the summer.

For a full description of this game machine and how it relates to Atari's future and the Atari computer user, see the August issue of A.N.A.L.O.G. Magazine.

Atari was showing a gizmo called the Mind Link at the Consumer Electronics show in Chicago. It is a device that attaches to your forehead and reads the amount of tension in your muscles. By increasing or decreasing your level of stress (really muscle tension) you can use this thing as a controller to play games on Atari's game machines and computers. The August or September issue of A.N.A.L.O.G. Magazine will have more details on this seemingly wacky product.

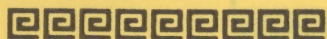
The 1450 is not out yet but Atari says "fer sure by the end of the year". Likewise for the expansion box, now called the 1090XL Expansion System. Everything is a system these days. I went to a hardware store recently to get something I could use to cut my grass with and ended up with a "total lawn maintenance system". Jeeeee.

Anyway, the 1090 is also due out by the end of the year. The 1090 will probably sell for about \$300, have an 80 column card, 64K of RAM and maybe even have a co-processor that will run MS-DOS software.

Hey, the new SYN products are out. SYN-Calculator is great. Much better than Visicalc and cheaper too. Has variable width columns, interfaces with Atariwriter and Visicalc file formats, has look-up tables, if-then-else tests and much more. This is a well thought out product that belongs in the hands of every Atari computer user.

SYN-File+ is a major improvement over Filemanager+, but it falls a little short of what I had expected. Mainly, it cannot read (yet) Filemanager+ files, has no report generator and is not totally memory resident. On the bright side though, it too is compatible with Atariwriter, has an improved report layout feature (with scrolling headers) and can pass data to and from either SYN-Calculator or SYN-Trend.

I have not used SYN-Trend enough to say much about it other than it seems powerful and easy to use. However, there are apparently some problems printing graphs on a C. Itoh or NEC printer. You will see a full review of the entire SYN series very soon in this newsletter.



Other Stuff

Hey, got an Atari 835 or 1030 Modem and have been kicking yourself ever since because you thought it was a dog. Sure, it can't up or download or autodial or anything, right? Not no more!

There is a new terminal program from Sector-One International, called ETModem (I keep wanting to call it E.T.phonehome). It lets 835 and 1030 modem owners do all the stuff you couldn't do before. Uploading, downloading, even autodialing is included. Best of all, the program only costs about \$20 (at least at Gemini in Cedar Knolls).

I have used the program with an Atari 1030 modem and it works fine. Actually, for the price of the Atari 1030 modem and this particular program you've got yourself a good deal. The 1030 does not require an interface since it plugs directly into the serial I/O daisy chain. Check it out if you have the need.

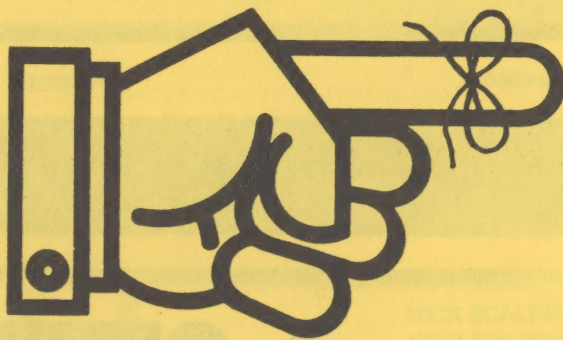
Speaking of interfaces, or lack thereof, if you need a printer interface but do not want to buy the 850 and spend close to \$200, I can recommend a great deal. The APE-FACE parallel printer interface for the Atari also plugs into the serial I/O port and costs about \$80. It works as promised and is reasonably priced. Check this baby out too, if you want.

If you haven't bought a copy of Seven Cities of Gold by Dan Bunten of Electronic Arts, go do it right now. I had a chance to talk with Dan at length after his appearance at our April meeting. Check out the October or November Antic magazine for my interview. What a guy.

Anyway, Seven Cities is destined to be game of the year. Remember, you heard it first here. So spend a couple dollars on what will easily bring you dozens of hours of fun. When you consider that a movie these days costs you five bucks and lasts only two hours, a \$40 computer game should bring you 16 hours of enjoyment.

Whether it is Seven Cities of Gold, PACMAN or Jupiter Mission, when you pick a quality game, you will get much more than your money's worth. Therefore, invest in some fun. Find a game that you like and buy it. Don't steal it by accepting that copy that your friend wants to give you. Act responsible.

Until next time, keep those disks away from magnets.



DON'T FORGET!
Contribute an article this month.

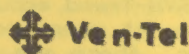
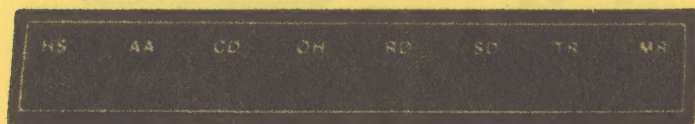
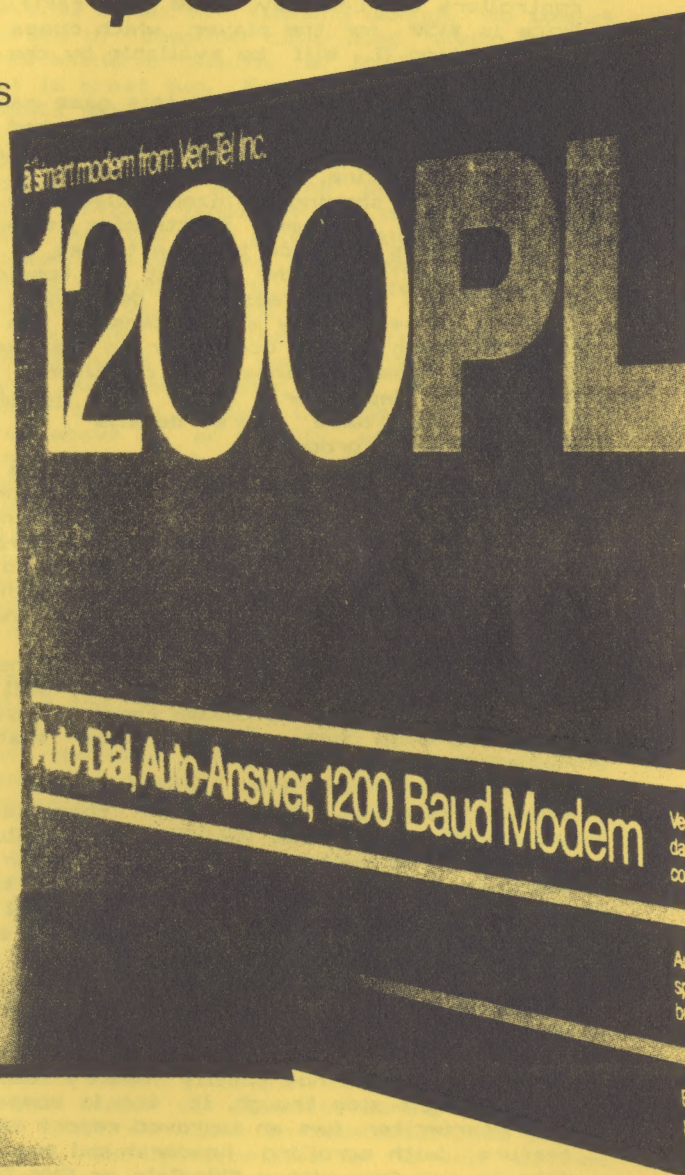
A few smart reasons

1200 and 300 baud, auto-dial, auto-answer
Compatible with "AT" command set
Can be used with CROSSTALK-XVI or Smartcom II software
Regulated DC power pack for cool, reliable operation
Eight indicator lights to display modem status
Speaker to monitor call progress
Attractive, compact aluminum case
Two built-in phone connectors
Compatible with The Source and Dow Jones
Unattended remote test capability
Phone cable included

\$389⁹⁵

**to buy our
smart
modem**

**You choose. The Ven-Tel 1200 PLUS—
the smartest choice in modems.**



**ATARI USER GROUP ONLY
CASH AND
CARRY**

GEMINI 

**86 RIDGEDALE AVENUE
CEDAR KNOLLS, NJ 07927**

267-0988

**STORE HOURS:
MON.-THURS. 9-6
FRI. 9-8 — SAT. 9-4
Closed Sundays**

We Get Letters... May 25, 1984

Frank Pazel
Editor-in Chief
JACG Newsletter
14 Whitman Drive
Denville, N.J.
07834

Dear Editor,

The following is an account of my recent experience with the Atari Approved Service Center at 12B World's Fair Drive in Somerset, N.J.

On April 11, I purchased an 835 modem which turned out to be defective. Since it had been a special order I decided to take it to the repair center instead of returning it to the store and waiting for another one to be reordered.

Atari had it from April 12 to April 25. According to the invoice they replaced a Zener Diode and I.C. I still could not get it to work so I called Atari. They said to bring in the modem and my computer so they could both be checked. I wasn't able to take them there until May 3. Preliminary tests that day indicated an "intermittant problem".

On May 17 I received a call that they were ready. The repair invoice listed 4 Zener replacements and that the computer tested okay. An interesting sidenote is that Atari accepted my warranty card from Crazy Eddie for the computer test.

When I unpacked the modem at home the Telelink II cartridge was missing. I called Atari on May 18 and was connected to the technician. He said he distinctly remembered packing the cartridge. His other comments were: that nothing was wrong with the modem when he checked it and that customers sometimes report missing cartridges to get a "free" one.

On May 21 the Service Center called and said that the manager was trying to obtain a Telelink II cartridge from California and they would let me know when to pick it up. I called today and was told that the manager was still attempting to obtain one. This prompted me to call the "800 number". Atari Customer Service said they will send me a cartridge but shipping and handling will require 2 weeks, minimum.

Bell Atlantic added salt to the wound last week. They requested permission from the F.C.C. to provide data transmission this August which will eliminate the need for modems with 90% of home computers. The newspaper didn't state what the 10% represented.

Bill Schneider
151 Graybar Drive
No. Plainfield, N.J.
07062

FILEMANAGER 800+ TO SYNFILE+

Robert Schill - JACG

So you have decided to upgrade your FileManager 800+ to the new SynFile+. You have gone out and bought the new SynFile+ program and are now ready to load a FileManager 800+ data file into SynFile+. You are in the load section and find that no data files are showing on the screen from your data disk. Something is not right. Why doesn't this work. Wait a minute, what about this 'DIF' (Data Interchange Format). Yes, that must be it, because according to the manual you can transfer 'DIF' to SynFile+ and SynFile+ to 'DIF'. OK start over. Nothing. How about if we change the file extension 'DAT' to 'DIF'. Loading, but then ERROR. No good. Now wait a minute, don't tell me you can not use SynFile+ with FileManager 800+ data files. Correct, you can not use FileManager 800+ data files with SynFile+. BUT YES YOU CAN. Read on.

Apparently Synapse and Atari did not feel that there would be many people that would want to upgrade their files. But on the day I called Synapse early in the morning (California time) I was number four asking this question. But all questions about the new Syn series are to go directly to Atari. "Who?", I asked. "Bill McGee," they said. So I called Bill. He is the technical representative for the new Syn series. Very nice, very helpful and very upbeat on the new Syn series (i.e. SynFile+, SynCal and SynTrend). You can call him on any questions and he will help you. "No," said Bill, "you can not use the old FileManager 800+ data files with the new Synfile+ program. It would have taken more programming time and a larger program." BUT since they have had a few calls (by this I think he meant 'Good grief, this many') Atari has moved up to the top of the new programs to be written list the FREE! conversion disk that will take your FileManager 800+ data files and make them compatible with SynFile+. Call Bill at (408) 745-2109 and he will add your name to the list to receive the FREE! (I hope) conversion disk. You can also write to him at Atari. The disk is expected out in two to three weeks and then you can upgrade your data files.

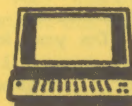
JACG

Hardware

Software

MICRO CONCEPTS

"Atari® for Less"



NICK SCALERA
(201) 328-0752

Beyond Armageddon

Adventures in Adventuring

by Lord Demonfire

...and after the smoke of battle had cleared, Lord Demonfire stood victorious in the waning sunlight over the limp form of his slain assailant.

This article, if you haven't already noticed, is dedicated to adventures. First of all, the correct terminology is "adventures" and not "adventure games." Adventures are not games. Adventures are stimulating mental puzzles that occasionally utilize motor skills to achieve their purpose. What is their purpose? Their purpose is to broaden the mind and to entertain. In adventures one may encounter situations that are not found in normal life. How often does one get the opportunity to slay a dragon on his way home from work?

Another misconception about adventures is that they all deal with slaying dragons and rescuing beautiful princesses. Wrong. Only about 10% of adventures fall into that category. Many adventures deal with mystery-solving (Deadline, The Witness, etc.), science fiction (Starcross, Strange Odyssey, etc.), and just about any other topic under the sun.

In addition, some people believe that adventures only use words to describe the situations encountered within. Nothing could be more incorrect. Many use static pictures accompanying the text (S.A.G.A.'s, Ulysses, etc.), animated pictures (Sands of Egypt, Dallas Quest, etc.), or motor skills/arcade action (Seven Cities of Gold, Ultima, etc.). Although these techniques are utilized, some adventures use lengthy, picturesque prose descriptions, as in all of the Infocom programs. This by no means is detrimental to the adventure. Actually, I prefer the imaginative text to graphic representations because I feel the text allows a better use of the mind and imagination and can more accurately describe the situation than do the graphics. The best way to choose the right one for you is to ask yourself this question: Do I prefer to see the movie or to read the book? Each has its merits, and each is enjoyable.

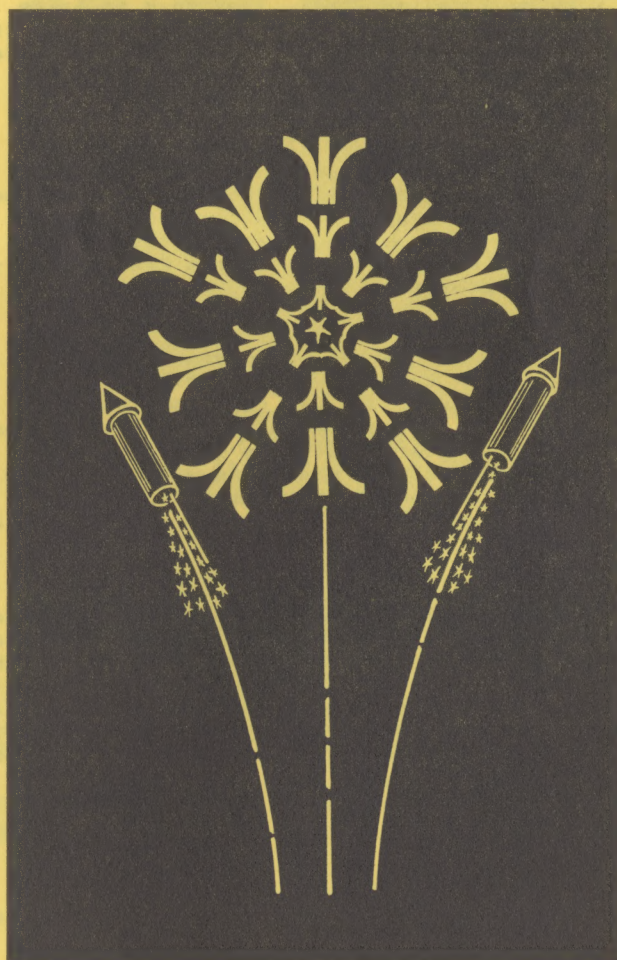
There is, however, one idea about adventures that some people find to be true. Many adventures are either too easy or too hard for the average person. What can I tell you? The best way to choose for yourself is to read a review of that particular program or borrow it from a friend overnight to see if you find it suitable. Another consideration that comes into play is whether or not you will be able to find help when you get stuck. Is there a built-in help command? Do you know someone who has solved it or has come close to solving it? Does the program's publisher offer hints by telephone or by mail? This is an important factor in whether or not you will enjoy and find satisfaction in an adventure or not.

One way to get help with adventures is through a symbiotic Adventure Special Interest Group, such as the one that I am currently trying to start in the JACG. Already on the JACG Bulletin Board is an adventuring sub-board where hints, clues, and frustrations can be exchanged. I feel that this is a step in the right direction. What about those who do not own MODEMs or cannot afford the telephone bills? Perhaps a column should be established in this newsletter that would reach all puzzled adventurers. The only way this can happen is through your support. This is your Computer Group. Make the most of it.

Please send your ideas, comments, and encouragements to me on the Bulletin Board or through Scott Brause. If you dislike my idea, pass your insults on to Frank Pazel.

And Lord Demonfire, sheathing the Firesword, disappeared into the evening fog, to fight again another day against the forces of evil and to seek out the awesome planet missionary.

JACG

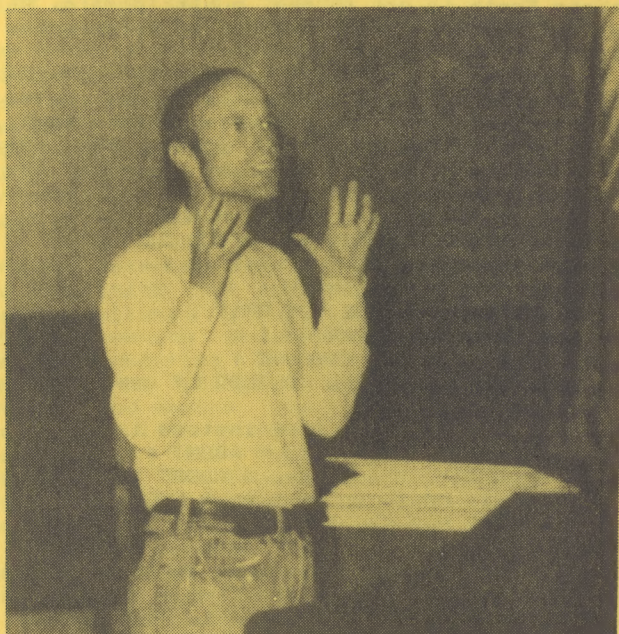


INDEPENDENCE NIGHT

Logo Art by
Frank Pazel/JACG

May 26th Meeting

Photos by Tom Murphy - JACG



Chris Crawford emphasizes a point during his presentation to JACG on May 26th. An overflow crowd attended this special meeting to hear ex-Atari programmer Crawford's animated talk on a wide range of computer subjects.



Chris Crawford and Jerry White, each pointing at his favorite premier programmer of the Atari. Jerry drove two hours so he could hear Chris' presentation and meet with him in person.

JACG MEMBERSHIP

The Jersey Atari Computer Group (JACG) invites you to become a member. Dues are \$20.00 per year and entitle the member to: 1) Receive the monthly newsletter; 2) Purchase programs from the group's extensive tape and disk libraries at special rates; 3) Join special interest groups or form new ones; 4) Benefit from the expertise and experience of other Atari computer users; 5) Participate in group purchases of software at substantially reduced prices; 6) Receive a membership card that entitles the member to discounts at local computer stores; 7) Attend monthly meetings to learn about the latest hardware and software, rumors, and techniques for getting the most out of your Atari computer; 8) Submit articles and programs to the newsletter and give demos and presentations at the monthly meetings; 9) Participate in sale/swap activities with other members; 10) Access the JACG nationally famous Bulletin Board; and 11) Have a lot of fun.

If all of this sounds good to you send a check or money order, payable to JACG, to:

Ron Kordos
281 Lake Valley Road
Morristown, NJ 07960

Remember, receiving the JACG newsletter is just one of the many benefits of being a member of JACG.

>>>>>>><<<<<<<

```
*****
*****
***                                     ***
***  *****  ****  *****  *****  ***
***  *****  *****  *****  *****  ***
***  **  **  **  **  **  **  **  ***
***  **  *****  **  **  **  **  ***
***  **  **  *****  **  **  **  **  ***
***  *****  **  **  *****  *****  ***
***  ****  **  **  ****  ****  ****  ***
***                                     ***
***                                     ***
***  BULLETIN BOARD  ***
***                                     ***
***  24 HOURS/DAY  ***
***                                     ***
***  201-549-7591  ***
***                                     ***
*****
*****
```

WCI SELLS ATARI...ALMOST

In a surprise move Warner Communications Inc. sold most of Atari to a company led by Jack Tramiel, the founder and former CEO of Commodore. In a not so surprising move, Warner, still bad-mouthing Atari as a "loser" managed to receive warrants to acquire nearly 33% of common stock in the new corporation. Seems like WCI thinks that Atari may yet "fly" in spite of their gross mismanagement.

They wouldn't want to miss another bonanza, properly managed this time, would they? Ed.

GIVE A BIT!!!

GIVE A BIT!!!

GIVE A BIT!!!

LETTER TO JACG FIGGER

Dear Mike:

I see you just bought a copy of the two JACG Forth disks number 19 and 20. Congratulations on a wise investment. Welcome to the ranks of the Figgers and hope you have lots of fun.

There are a couple of pitfalls you want to avoid, and here are a few tips to help you get your money's worth as soon as possible.

The first pitfall is that the disks appear to default to HEX--so if something that should work doesn't, type DECIMAL and try again. If you type STACKON the color of the screen will tell you what number base you are in.

The second trap I fell into was the failure to recognize whether I was in edit mode or not. You get into edit mode with 9 UE or 9 LE (for screen 9) and get out of edit with the word FORTH (or even 0 GR.). But more about the editor later.

Why two disks? Disk 19 has the documentation. Disk 20 has the added features. The compiled code on both disks, however, is very similar. Load the first disk and do a VLIST. You can turn the printer on and off with PON and POFF. Print out the VLIST of one disk and then the other and compare--most of the words on both are identical.

What is the easy way to read the documentation on disk 19? Very simple. Just make a DO...LOOP to spin through the screens like this: SCREENS 50 1 DO I LIST LOOP; and then pause the loop by hitting the CTRL and 1 keys. If you want to, you can also print the screens with the same loop if you first turn on the printer. You can use the same loop to spin through the other disk.

Once you are comfortable with the documentation on the first disk, you can load the extras on the second disk with HEX 30 LOAD DECIMAL which puts up the assembler and graphics words. You also have a disassembler and the decompiler (which executes on DECOMP "anyword"). You can even DECOMP DECOMP!

Use a blank formatted disk for your source code. (Even a disk that won't format will do!) You can bring up the editor with UE 9 for upper edit or LE 9 for lower edit to get to screen 9, for instance. To get rid of the hearts you need 9 WIPE. You now have a full screen editor and can move the cursor around with the arrow keys if you don't go past the right margin after column 35. Stay away from the RETURN key. When you are finished, bring the cursor down to the line that says DO IT and hit return. Hitting return on the DO IT line will also clean up the screen if you happen to mess up the numbers. Then type FLUSH to save the screen to disk and FORTH to get back out of edit mode.

Now that you have the disks you need a tutorial. There is no better place to get started than with Leo Brodie's humorous and comprehensive book "Starting Forth." It sells for about \$18 and there are some 60,000 copies in print. Many of the shopping mall bookstores seem to carry it. The main gripe from the book reviewers is that it lacks an index.

You should be aware, however, that you own a copy of the public domain Forth. Brodie's book, on the other hand, was written to promote the FORTH Inc. version (they own the copyright to the book) and their Forth is not in the public domain. As a result, there are a number of differences between Brodie and fig-Forth.

You should be able to get through the first half of the book (the first seven chapters) without any trouble. After that, the differences begin to mount. You can circumvent most of them by loading the following screen:

```
: ?DUP -DUP ; : NEGATE MINUS ;
: DNEGATE DMINUS ; : U/MOD U/ ;
: BLANK BLANKS ; : EXIT ; S ;
: 'S SPO ; : >IN IN ;
: H DP ; : PAGE 125 EMIT ;
: VARIABLE 0 VARIABLE ;
: EXECUTE CFA EXECUTE ;
( CREATE becomes <BUILDS if used )
( with DOES )
( WIPE -- use n WIPE instead )
: EMPTY ." not used " ABORT ;
: ABORT ." not used " ABORT ;
: TEXT HERE C/L 1+ BLANKS WORD
HERE PAD C/L 1+ CMOVE ;
```

You will run into additional differences toward the end of the book, particularly in screen handling, especially since the Atari screen has only 40 columns.

The principal value of the JACG disks, to me at least, is as a Forth learning tool. They follow almost line for line the fig-Forth Installation Manual published in 1980 by William Ragsdale, the founder and chairman since inception of the Forth Interest Group, PO Box 1105, San Carlos CA 94070. The manual, like all fig-Forth publications, is in the public domain, so ask a friend for a copy. You should also have a copy of the Ragsdale assembler, which appeared in the Jan 82 (III/5) issue of Forth Dimensions (yearly subscription and Fig membership: \$15).

You do not need to master all the words on disk 19. If you do a VLIST and then look for the words beyond TASK you will be down to the essentials of Forth.

Some documentation on the disks was published in the December 1982 issue number 36 of SOFTSIDE which adds some helpful tips to what is already on the disk. The disk also gives a BB number to call. I often intended to write the Bay Area Forth Group for written documentation, but never got around to it.

Chuck Moore wrote the best overview of Forth in a short space--entitled "The Forth Approach to Operating Systems"--and you can find a summary in one of the recent issues of the JACG newsletter.

For three dollars I found a book on Forth (Dalton bookstores carry it) by Joseph Reymann entitled "Understanding Forth" which is a good introduction and well worth the money. Leo Scanlon's "Forth Programming" for about \$17 is also worth having. Ekkehard Flögel wrote the only Atari Forth book I have seen--"Forth for the Atari: Learning by Using"--which sells for eight dollars. My friend and neighbor Phil D'Ambola who runs Earthrise on Green Village Road in Madison will order a copy for you if you have trouble finding it.

Floegel's book, incidentally, follows the QS Forth practice in PLOT and DRAWTO. They both include an implied COLOR statement. Instead of Floegel's 2 4 6 PLOT or 2 4 6 DRAWTO you should do 2 COLOR 4 6 PLOT or 2 COLOR 4 6 DRAWTO.

Once you have been working with Forth for a while and begin to wonder how all the pieces fit together you will then be ready for the book that is really a (very readable) manual for the systems analyst: "Systems Guide to fig-Forth" by Dr. C. H. Ting. The book costs \$25 and the ordering information is in the JACG newsletter you just picked up.

This about takes care of all the written material that you would want to have to understand and use Forth. If you still have questions, bring them to the Forth chapter meeting at room 118 in the Hill Center (computing center) at Rutgers New Brunswick at 7:30 pm on the fourth Thursday of the odd months (next meeting July 26). Keith Sproul (chairman) and Professor Nick Lordi both have heavy Forth experience. (Dave won't be there--he wants to go to Myrtle Beach and then stop off at Virginia Beach to see June's new baby.)

Where you go from here with Forth depends on what you want to do, and how much you want to spend.

The best Forth for the Atari, of course, is valFORTH which is still available even though they no longer offer updates. You cannot learn Forth from valFORTH, but now that you know it, you will appreciate the fine job that they have done. I would get the valFORTH disk 1.1 and then after that their disk on turtle graphics (which opens up a whole new world). They also have disks for display list interrupts and player missile graphics (although they do not teach either of them). valFORTH is located at 3801 E. 34th St., Tucson, Arizona 85713 phone (602) 790-7141.

Here are the list prices from valForth and the discount prices offered by Comstar at 5120 Hollister Ave., Santa Barbara, CA 93111 phone (805) 964-4660.

valFORTH 1.1	\$60	\$45
Valdos	60	45
Turtle graphics	55	42
General utilities	50	38
Player missile graphics	50	38
Display formatter	40	32
Text compression	40	32

My personal interest in Forth lies mainly in the fact that it is transportable across the micros--so that what I learn on one machine can be carried across to a different machine without starting from scratch. I also think of Forth as a wonderful tool to learn assembler language and the rest of the skills of a systems programmer without spending a fortune. The only alternative--as I see it--is an expensive college course or a fulltime job on a large mainframe.

I think there will be a continuing demand for people who can see their way through the chaos and confusion that bedevils the personal computer software market today--dozens of incompatible spreadsheets and database and graphics packages and operating systems all competing for supremacy. To me, Forth points a way through all of the fog. The last issue of

BYTE quotes an educator evaluating today's computer languages as saying:

"The requirements of large-scale computing could hardly be farther from those of most students and individuals...Machine efficient programming languages tend to be inflexible and picayune requiring several lines of code to accomplish even the simplest tasks. Programming becomes a tedious task prone to mistakes.

"An analogy can be made to ground transportation. Businesses use large trucks to transport goods as cheaply as possible. Who would claim that individuals should use the same vehicles to go to work or go shopping? FORTRAN, ALGOL, BASIC and Pascal seem like trucks. We need more 'automobiles' and 'bicycles': responsive customizable programming languages for CAI (computer aided instruction) and personal computing."

Seems that a few people are now beginning to see the light!

Take care, Mike. See you at the JACG meeting on July 14. And, as Henry Laxen keeps saying, may the Forth be with you!

Donald Forbes

JACG

A Kid's Eye View

By P.B. Semel - JACG

How To Stop Your Neighbors From Borrowing Crushed Ice

A year and a half ago, Atari starting running commercials which told of all the games they would be releasing for the 5200 during 1983. The games were all to be released for the Atari computers too. To this date only one game, Battle Zone, has not been released for the computers (although Synapse's Encounter is the same game, only better). The latest of the games from that list is Pengo. Although I had never seen the game at the time of the commercial, (and I still haven't seen it), I was curious. Atari has just relieved me by releasing this new cartridge. Unfortunately, when my friend lent me this game for a week, he forgot the instructions, so I do not know the story of the game. I made one up instead.

You are Pengy Penguin living at the North Pole in a condo. Your neighbors, who look like fruit with feet, have come over for some crushed ice cubes. Since your house is made of ice, you are not about to give them any. It would be like saying to your neighbor, "Here, have a wall." Then your neighbors got mad and they decided to just take the ice. You do not have any way of getting them out of the house except one. By pushing the ice cubes, you can squish your neighbors. Then they will have to be rushed to a hospital and then they won't be around for a while. That's what you have to do. You have to position Pengy next to an ice cube, and press the button. This will send the ice cube flying, hopefully into one of your neighbors. If you try to push the ice cube and there is something on the other side, it will be crushed. After you have done away with all your neighbors, you are awarded bonus points. If many of the ice cubes have been crushed, you will receive less bonus points. This game is quite a bit of fun but not everyone will like it. Before you buy this cartridge for \$44.95, you may want to play it first.

JACG

GIVE A BIT!!!

Contribute to the Newsletter this month.



MY FIRST IMPRESSIONS

SynCalc, SynFile+, SynTrend

by Robert Schill - JACG

Synopsis

SynCalc--Green Light; go buy one fast.

SynFile--Yellow Light; all of the additions are good, but the deletions from FileManager 800+ are bad.

SynTrend--1/2 Red Light (SynGraph); does not work, poor programming; No Light (SynStat), have not used.

Like many others I awaited the arrival of the new Syn Series of programs with great anticipation. The FileManager 800+ that I had been using was one of the better, if not the best, programs I had used on what is suppose to be a small home computer. I was always amazed at what it could do.

When Synapse announced their new series last year I was ready to buy them sight unseen based on my use of FileManager 800+. I had tried VisCalc and found it too hard to master. B/Graph was good for charts but I wanted something better. Ah, the new Syn Series, including a word processor called SynText. Then it was announced that Synapse had sold the rights to Atari and the SynText program was dropped. The new Syn Series would be compatible with the AtariWriter anyway so ok. And then the wait and wait and wait began. Well, maybe they would even be better this way. Who Knows?

I do, for one.

SynCalc. The wait was worth it in every way as far as I am concerned. This program can only be described as great, terrific, excellent and wow! This is where you see the full use of a computer at work. The only limitations as far as I can see are in the memory of your computer and the creativity of your mind.

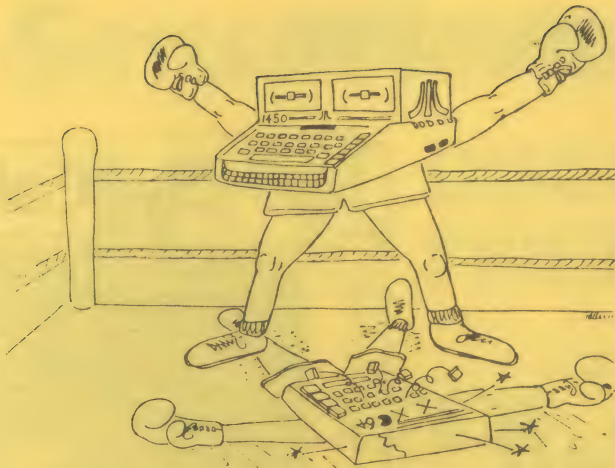
One of the truly beautiful parts of this program is the method in which you give the program commands. It has two ways. One is the novice or, "I am not sure how" and/or "I have forgotten", and the second is the expert or, "I know how to do it." Example: suppose you want to format the information in a certain row and in columns one through ten to print justified right. In the first method you hit OPTION. This takes you to a pop up window that lists numerous commands. Move the cursor to JUSTIFY and press RETURN. This takes you to another window which asks you if you want to justify Left, Center or Right. Move your cursor to Right and press RETURN. The program then asks you for the range in which you want the text or numbers to justify to the right. Type in A1 and A10 and it is done. Everything in A1 through A10, text or number moves to the right. At the same time if you look at the top of the screen in the command line you can see the computers shorthand displaying each command as you answered its questions.

When you become an expert you can type in the same set of commands by typing /FRA1:A10 (or attention, format, right, columnA, row1, to columnA, row10). The program handles text as well as numbers. If you put something in a cell or space and you start the computer off with a number you are automatically put into the numeric mode and letters put you in the text mode. You can force numbers into a text mode. Another nice feature is the cell pointing feature. To enter a formula place the cursor at the cell you want the formula and answer. Hit the plus key and you are in numeric formula mode. Move the cursor to the cell you want the formula to start, type +, -, * or /. Move the cursor to the next cell and extend the formula if you want. When you are finished type RETURN.

The formula and answer are put into the cell where you started. I could go on and on but this is one program that rates high up on the list. If you are looking for a spread sheet this is the one, and not just for numbers but for text also (do not forget this point). The program can even sort your material. Buy it. Excellent program. Period.

SynFile+. (See the separate note on transferring files on page 7.) I am disappointed in this program in that a number of very good features of FileManager 800+ were removed. True, SynFile+ has added many new features such as a true free form of entering and printing out your data and the fact that it is in Forth and a lot faster but... The FileManager 800+ allowed you to review your form to see how many characters you had in a field and record. You can not do this with SynFile+. You must write them down or try to count spaces on the screen. Poor. And when you told the FileManager 800+ program what fields you wanted to print it would look them up and check to see if they were valid. Now it does not; if you make a mistake in entering the print fields it just prints what it can match and too bad for you. Poor. When you go to print in the label format, but not actual labels, just a list of your file on a plain piece of paper, which I do often, you could stop the printing at the end of a RECORD and move the paper or whatever you wanted to do. Now it stops at the end of a FIELD. If you have a couple of Extra or Comment lines at the end of a record you have to remember each one of the thousands of records in order to know where to stop. This is ridiculous. I have done a lot of this and this feature alone is stopping me from using this program and I think it will stop you also.

And another thing. There are no provisions for printer controls. You can not print condensed type, control the lines between records, and no expanded type. I was using this for 'Hello I Am' labels, but not now. Outside of that you can do anything you want. It has an automatic counter, record number insert, date line, add, subtract, compute, compile; you name it. And suppose you were not sure under what name you had put something. With FileManager 800+ you had an index you could



Artwork by Anthony Pellechio - JACG

An Unbiased Review Of Machines Old And New

by Victor Hwang - JACG

The Adam it seems,
Is the stuff of sweet dreams.
The cassette drive is many times faster,
But no matter the shape,
A tape's still a tape,
And the Adam is still a disaster!

The PC of fame,
Which carries the name,
Of the well known business machines,
Well, what features are new,
For the spent grand of two,
A control for self-flushing latrines?

What else is there new?
How about the TRaSh - II?
What's different the gullible ask.
Well the keyboard is gone,
With two handles built on,
To make disposal an easier task!

And then the Big Mac,
The last of this pack.
This "whopper" costs plenty of dough.
Who needs a new mouse?
I have mice in my house,
And the track-ball was out long ago!

So if you're perplexed,
About what to do next.
Which computer is actually best?
Well there's one that's alone,
Not a reprocessed clone,
Which stands out by itself from the rest.

The 1450 is sleek,
Its innards unique,
The best from the case to the core!
So buy her or steal her,
Or go mug your dealer,
This is the one to look out for!



June 9th Meeting

Photos by Tom Murphy - JACG



Art Leyenberger makes a point to First Star's Fernando Herrera after the June 9th meeting. Both Fernando and Jerry White demonstrated some new, "in-process" software that can only be described as superb.



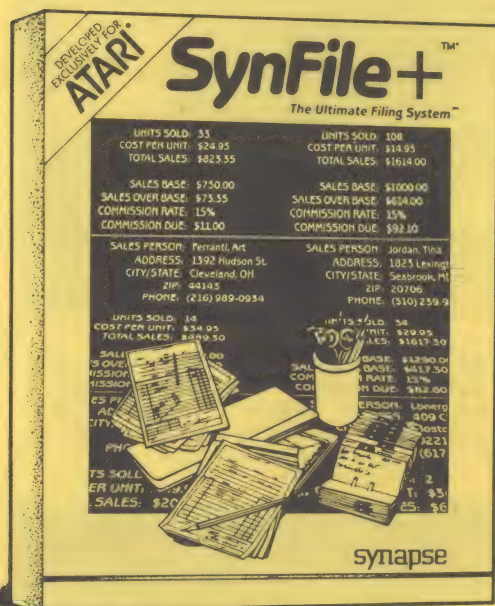
JACG President Dick Kushner holds aloft a plaque he presented to outgoing Treasurer Rick Olson (left) in recognition of his service to our group. The solid walnut plaque, with a raised Atari logo was made by Frank Pazel. Engraved on the brass plate: Presented to Rick Olson in grateful recognition for countless hours as Treasurer, J.A.C.G. June 1984. Rick has accepted a job in Hong Kong and will be away from us for several years. We wish him well and hope to hear from him often.

THE DISK LIBRARY

NEEDS YOUR CONTRIBUTION

Share Your Original Program With Us

Now your Atari computer gets down to business.

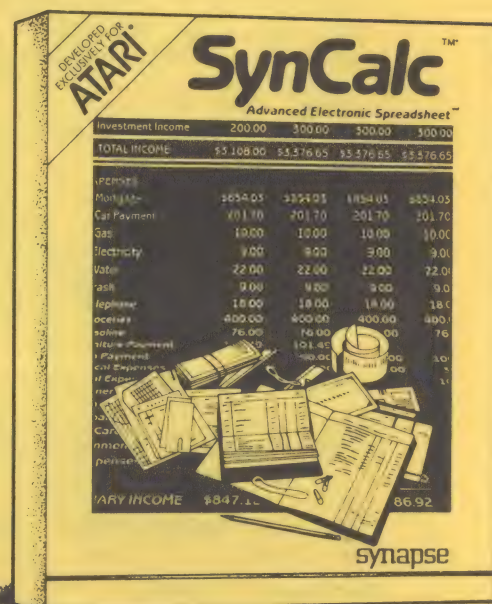


\$74.95^{EA}

SynFile+™ by Synapse

The Ultimate Filing System

The most advanced database management program ever developed for ATARI® Home Computers. The first in a series of new integrated software from Atari. Use it to create files, records and reports for business applications, or to keep track of personal information. Then transfer information to AtariWriter™, SynCalc™ and SynTrend™. Tutorial disk included.



SynCalc™ by Synapse

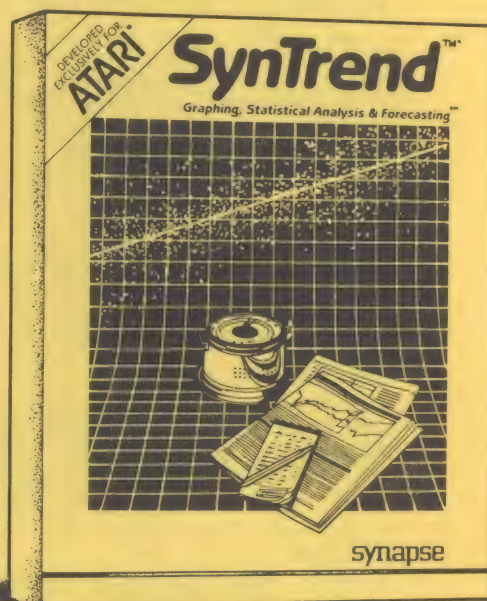
Advanced Electronics Spreadsheet

The most advanced spreadsheet ever created for ATARI® Home Computers. Extremely flexible formatting commands and easy to master on-screen menus. Use it for business applications. For handling personal finances. For making investment decisions. Compatible with AtariWriter™, VisiCalc®, SynFile+™ and SynTrend™. Tutorial disk included.

SynTrend™ by Synapse

Graphing, Statistical Analysis and Forecasting

A graphics and statistics package comprised of two integrated programs: SynStat and SynGraph. Perform statistical analysis with SynStat and then graph your results with SynGraph – in pie charts, bar charts, line graphs or scatter plots. Compatible with SynFile+™ and SynCalc™.



**WE'RE THE REASON
YOU BOUGHT A HOME COMPUTER.**

GEMINI

Sensationally Priced

20% DISCOUNT OFF LIST PRICE ON SOFTWARE

ATARIWRITER™

AtariWriter™ is a powerful word processing program that lets you write letters and documents, easily edit and move text, store information for future use¹ and even print a flawless final copy². Designed for all ATARI® Home Computers, AtariWriter is fast, simple to use, versatile and ideal for term papers, form letters and other lengthy documents.



\$69.95

**THEY'RE
GOING
FAST!!**

***We're not fancy...
but neither are our prices!***

USER GROUP ONLY

SALE ENDS 7/30/84 — CASH AND CARRY

**86 RIDGEDALE AVENUE
CEDAR KNOLLS, NJ 07927**

267-0988

**600 XL
COMPUTER
\$139.95**

**800 XL
COMPUTER
\$239.95**

**1050
DISK DRIVE
\$299.95**

**1025
PRINTER
\$199.95**



**DISCOVER
WHAT YOU AND
ATARI®
CAN DO.**

**STORE HOURS:
MON.-THURS. 9-6
FRI. 9-8 — SAT. 9-4
Closed Sundays**

FORTH FOR THE MILLIONAIRE

by Donald Forbes - JACG

...Now it is that I am waiting for my number to come up in the lottery...

...And then I am going to go first class and have the best of everything...

...No more of that toy computer with those crazy arcade graphics. Instead, something that will really impress those guys at the office.

So I wander into my friendly IBM PC store across from Fraunces Tavern to see what gives. What is the price of a Cadillac nowadays? A fellow comes up and says: "Can I show you something?" Usually they go away fast if you ask: "Do you have anything in Forth?" Suprisingly, he hesitates and then shows me a copy of PC World for May and points to a Forth article. Looks interesting! A review of four versions of Forth for the PC. By the time I turn around to thank him, he is gone.

I skimmed the article, and then decided I needed to sit down with a piece of paper and a pencil.

First one to catch my eye was MMSFORTH from Miller Microcomputer Services of Natick, Massachusetts. For \$5,000 I can buy a package builder utility which allows me to distribute my application programs. MMS allows no copies to be sold, lent or traded, so that if you write a program only those who own the package can use it. When you order the software you get part of the manual (with plenty of warnings against making copies) and the rest when you send back the license agreement.

The package goes for \$250, and you pay \$175 for a word processor, \$60 for a data base package, \$40 for games, \$40 for a communications module, and \$40 for utilities (including floating point, cross reference, graphics, and 8087 number crunching support). Bill so far: \$5,605.00.

MMS has been in business since 1977 and their Forth offers speed and many extras. There is a print spooler but no multitasking.

Casting about for something less expensive I see FORTH-32 from Quest Research of Huntsville, Alabama. They sell a package builder utility for \$95 plus a \$500 one-time fee for commercial use. Their Forth goes for \$195 plus \$95 for software floating point plus \$95 for 8087 number crunching support. All this comes to \$980.00.

This vendor has been in business since July of 1982. According to the reviewer, the professional staff once did "defense work on the United States ballistic missile system...the manual's organization is logical to a fault; readers are expected to study 118 pages of detailed technical description before learning how to boot up the disk."

So far I am in for \$6,585.00.

Casting about for something still less expensive I come across PC/FORTH+ from Laboratory Microsystems of Los Angeles. They are located on Beethoven street, which never ceases to amaze me as an instant way to immortality.

Their Forth goes for \$250 and then there is another \$100 for software floating point and another \$100 for 8087 number crunching support and another \$100 for advanced graphics and another \$100 for a symbolic interactive debugger and \$60 for

modem software and \$125 for a B-tree index manager. All in all, \$735.00.

This vendor has marketing Forth products since 1980 and their documentation is aimed at the technically knowledgeable user. The package allows multitasking. You can even display a clock running in background mode on the screen.

The bill to date: \$7,320.00.

From FORTH Technology of Santa Monica I can get FORTH-Level 2 for \$149 and 8087 support for another \$129 and all I need is 32K and one disk drive. That comes to \$278.00. Multitasking is supported. You can also print while typing at the keyboard.

FORTH Technology is the consumer products distributor for FORTH Inc., which was founded in 1973 by Elizabeth Rather and Forth inventor Charles H. Moore (who has since left the company). In this package you will recognize the lion by his claw--Chuck's emphasis on economy and simplicity of design. Documentation includes a copy of Leo Brodie's tutorial "Starting Forth" which is not surprising since the company inspired the book and owns the copyright (of which there are some 60,000 copies in print).

So now I am in for \$7,598.00.

Reminds me of my wife's old cartoon:

the stockbroker husband pulls the shopping list from his wife's brown grocery bag, scrutinizes it like the stock ticker tape, and remarks: "At these prices, honey, you should be selling...not buying."

My little toy computer still works and the graphics are okay. My JACG \$5 Forth disk has not worn out yet.

...Now it is that I am waiting for my number to come up in the lottery...

...And then I am going to go first class and have the best of everything...

JACG

"HONEY, I'M HOME!"

NO, I DIDN'T GET MUCH AT THE CLUB FLEA MARKET."



Business Computers

by Richard Rospond - Program Chairman

This column is for current or potential ATR 8000 users, or those who might use CPM or MS DOS on the job, but an ATARI at home.

Last time we compared dBASE II to current ATARI products. This time we will look at WordStar, the best selling word processing program from MicroPro.

Like dBASE, Wordstar was originally developed as a CP/M product and later adapted for MS DOS. The WordStar version I will refer to is version 3.3.

In all honesty I must admit that all word processing I do at home is on LJK Letter Perfect, and at work I use Multi Mate for correspondence. My ATARI has a BIT3 80 column board, and the thought of doing word processing in a 40 column format is upsetting. In the Letter Perfect 40 column format it is very difficult to format columns when you go past 40 characters. Other word processors such as ATARIwriter get around this problem by scrolling, but its not the same thing. Letter Perfect gives me a good, basic system that I continue to be happy with despite the "\$500" programs that I get at work.

WordStar is actually 2 separate programs, a text editor and a word processor. The difference is that when you are in the word processing mode, WS attaches control characters at the end of each word so you can move from word to word, end of line etc. In the non-document mode (N on the menu), WS does not use these characters so you can edit text for transmission to a mainframe. Mainframes do not recognize control characters, and you find many people buying WS for use solely as a text editor.

In either the text editor (non-document) or document mode, WS will use an 80 column screen, however in the document mode you can adjust the page with on the screen (which you can't do with LJK). There is a ruler at the top of the page to indicate the left & right margins, which of course can be changed at any point in the text. WS also tells you what line and column you are in, as well as showing when you end a page and start a new one (nice). The big difference is that the CRT screen looks exactly like the printed page. In LJK I get an 80 column screen width, but a different format on the printed page.

I don't like menu driven, and WS is certainly menu driven. In fact its biggest strength is also its biggest weakness - it has so many commands and menus that it can be overwhelming. There is an ONSCREEN menu (^O), a QUICK menu (^Q), a ^P menu and ^K menu (^ = control). After typing ^X, a menu of commands appears, and you enter a second character. For example ^OL will change the Left Margin, and ^QR moves you to the beginning of the file. There are over 100 combinations.

In the CP/M version there is a little quirk in that the down arrow executes a Page down, not Line down, so you should get used to the CP/M triangle - ^SDEX for cursor movement. (Look at your keyboard - S=left, D=right, x=down, e=up).

Even though the choices are a bit overwhelming to the non-expert, the menus do provide a help format that you can rely on - if you have patience. If you do invest your time you will have an incredibly powerful tool which no ATARI product can compare itself to.

WS gives you the ability to scroll past 80 columns in the same way that ATARI writer lets you scroll past 40 columns. This can be useful if you are printing in the compressed mode, or on a 132 character printer.

Things I like about WS.

- The page ruler, and page break
- The way it keeps track of column and line.
- Block operations (move, delete, etc.)
- 80 column and 80 column + operation
- The non-document (text mode)
- The printed page looks exactly like the screen

Things I don't like:

- It is poor on handling multiple print fonts within the same document.
- The paragraph reform is not simple.
- Its too complex (or too powerful for my needs).

In the CP/M format that I use on my ATARI, I can only make the printer work when I set WS to the Teletype format. This sets the printer to the standard 10 CPI, PICA format. Therefore I have to set my printer to the font I really want before going into WS, and of course I cannot change fonts mid stream.

A big selling feature is the sister products of WordStar - MailMerge, SpellStar and all kinds of new Stars. If you want a program as good as (or better) than any stand alone word processor, then MicroPro has developed a product to meet your every need.

Recommendation:

At a discount price of about \$250 + \$175 for MailMerge + \$175 for SpellStar + all the other Stars, this product can really get expensive. It is definitely for the heavy expert user, and not the casual or novice user. If you have an ATR8000, use an ATARI compatible word processor and take advantage of the 48K printer buffer. If you work at home, and need a professional package, buy it.

Next month - SuperCalc 2.

JACK

GIVE A BIT!!!

Contribute to the Newsletter this month.

JACG T-SHIRTS

by Mike Murphy - JACG

I was sitting at my ATARI COMPUTER in a pool of sweat in early June when I decided to get my summer clothes out of the attic. When I was up there I discovered, to my surprise, that my t-shirts were getting faded and small. So I put the few t-shirts that were still wearable in my drawers, and sat down at my ATARI. So there I sat in my shorts and in one of my t-shirts playing with my ATARI thinking of what shirts I should get for the summer months, when I received a phone call from one of my ATARI buddies. He is a member of another computer group. The last time he was at my house, he had been wearing an ATARI COMPUTER GROUP SHIRT! What a wonderful idea; a shirt that I could wear proudly and keep cool.

I called a few shirt retail shops for the lowest price WITHOUT losing quality. After the pricing, I called Mr. Kushner for his thoughts on this fund raiser. He thought it was a great idea and he would bring it up in the June meeting. (I couldn't make it on because I was going to Washington D.C. for a vacation) I heard that the members seemed interested in the idea and I should go on with this project. So here I am, writing this article to announce the plans for these t-shirts and give my sales pitch.



Are you hot, sweaty, and need a new t-shirt? If the answer is yes, then these t-shirts are for you! I will have them for the August meeting. These shirts will cost \$5.00 and all profits will go to our JACG group. The shirts will have a combination of our newsletter emblems on the front and back. The shirts will come in small, medium, large, and extra large sizes. So bring your money to the August meeting! The shirts will be sold on a first-come, first-serve basis and might not be made again until next summer. Buy a shirt for your family, too. If you can't make it to the meeting, have a friend pick one up for you!

JACG

ARCADE

Sci-Fi by John Pennetta - JACG

The arcade was filled with the sounds of hundreds of video games going at once. Every machine was surrounded by four or five teenagers waiting their turn to do battle.

The manager was sitting in a small change booth near the center of the arcade, sorting out coins, tokens, and slugs, silently cursing to himself. A small boy came up to him. Well, at least he looked like a young boy.

His eyes looked like the eyes of a soldier who had seen too much battle. His hair, long and unkempt with strands of grey, fell almost to hide the withered face of an old man..

The man in the booth stopped counting and stared at the decrepit creature in front of him.

"Can I help you?", said the manager.

"I would like one-hundred dollars in quarters, please."

"A hundred!"

"Yes.", said the boy. "In quarters."

The booth shook as the man stepped out on to the floor. He stood in front of the boy and said, "You know, when I was your age..." He stopped to think about what he had just said and realized that this was no ordinary boy. Even his voice had a curious tone, like an old man with the wisdom of age.

"It's a war, you know."

The words hit the man like a ton of bricks.

"What did you say, son?"

"The machines. We're at war with the machines. Their trying to take over humanity. They don't like people."

"Now listen, son, these computer games were built by man and I don't think that they want to take over their creator. We would just turn their power off. And besides, Isaac Asimov gave us three laws that all computers have to abide by."

"But they don't know that. The three laws were made up for robots, not computers. Haven't you noticed that every day there are more machines?"

"Listen, kid, I get new machines every day, and..." The manager stopped a second to think. He hadn't received an order in at least a week, yet it seemed as though there were more games. He shook it off; it was probably the extra large crowd he had in the arcade today.

Suddenly, someone came up from behind and asked for change. The man turned and saw a little girl of about nine or ten, and he started to smile. She smiled back and handed him a twenty dollar bill.

"Can I have twenty dollars in quarters?"

Then he remembered the boy.

The man started to talk as he turned back to the boy.

"And furthermore, kid, I doubt very much that my Atari is going to attack me. I could see it happening with a Commodore, but not my Atari."

With that the man put the bill away and looked up to see that the boy had vanished into the crowd.

He turned, mumbling to himself. "Crazy kid, he should see a shrink."

"Now who the heck put those machines in front of the.....door?"

JACG

DISKEEPER

by J. Rowland - JACG

Organization has never been one of my better qualities. Therefore, it was only natural that as I began to accumulate a quantity of disks, it became increasingly difficult to locate desired files and even at times, entire disks. Still, somehow, the inconvenience of fumbling through my disk collection, seemed to outweigh the prospect of categorizing each one, by manually entering all those filenames into any of the filemanagement or disk-cataloging programs I had heard or read about.

Recently, however, I was introduced to the "DISKEEPER" disk utility program by "Royal Software". The task I had dreaded so long, now became a relatively simple, almost enjoyable, undertaking.

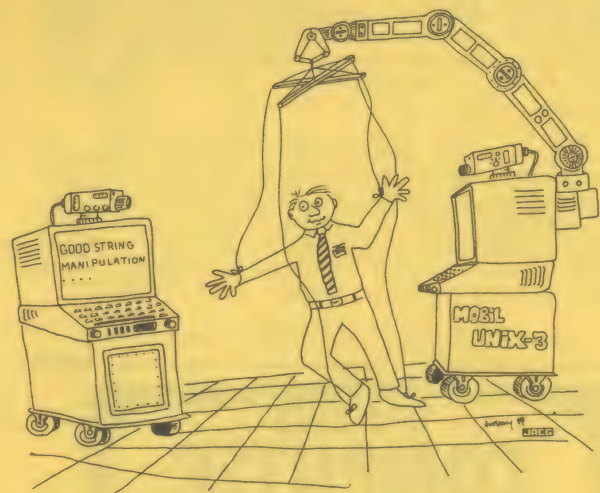
The program is entirely menu-driven. Most of the commands are keyed in by moving an on-screen cursor with the arrow keys. An example of one of the many simple features of this program is that it is not necessary to hold down the control key in conjunction with the arrow keys for cursor movement. Disks containing DOS files are simply placed in your drive, whereupon DISKEEPER automatically stores a record of each file's name, extender, and size. The only manual addition to these records is the "program type", which is chosen, using the cursor, from a menu. The menu contains file descriptions such as: Game, Disk Utility, Adventure, Text File, and many others. If the program descriptions provided do not fit your own particular needs, there is an option included to change them. Once changed, they will remain a part of the program until you see a need to modify them again.

Programs that are not DOS compatible, or that occupy an entire disk do require that you enter the information manually. The "program type" is still selected from the same menu as before.

Once all your records have been entered, there are several options available for sorting them. The most common being 1)alphabetically by program name and 2)numerically by disk #. The other alternatives are: by program extender or by program type. Listings can be printed out in any of the above-mentioned formats. Labels can be printed for each disk with either both sides on one label or a separate label for each side.

Overall, I found "Diskeeper" and its instructions to be very simple to use and understand. The ability to cross-reference between a list of my programs and neatly printed and numbered disk labels has made life a little simpler for me. The general consensus amongst several friends and myself, as to the program's only serious drawback, is in the label-making procedure. It is necessary to enter each disk # individually for each desired label, whereas being able to specify a range of disk #'s (e.g.: 7 - 12), would have made more sense. Also, the fact that you must manually advance each label to be printed can become a hassle. "Royal Software" has been made aware of these minor flaws and has promised to correct them, if possible, in the near future.

JACG



WANTED

ARTICLES FOR THE
J.A.C.G. NEWSLETTER

KNOWN TO BE INFORMATIVE
AND INTERESTING TO ALL
J.A.C.G. MEMBERS

IF FOUND, CONTACT THE
J.A.C.G. NEWSLETTER EDITOR

TELECOM

By Lawrence Morlando - JACG

This is going to be a monthly column on the exciting world of Telecommunications. This month I am going to review the MPP 1000c modem by the Microbits Peripheral Products Company.

The MPP 1000c modem by Microbits is one of the few products on the market that does not require an 850 interface. The 1000c connects directly into joyport number two of your Atari computer. The variable baud rate (100-450) makes it compatible with all computers that use a nonstandard rate.

One of the most exciting features in this package is the Smart Terminal program which comes in ROM cartridge form. The main features of the smart terminal program include auto answer/auto dial, upload/download of text and programs to disk drives, cassette recorders, and printers, allows transfer of files larger than memory, ASCII/ATASCII translation, direct-connect to your phone, and multiple buffers. The features in the Smart Terminal program are usually found in modems with a much higher price tag.

The auto dial feature allows the user to store nine phone numbers on disk or cassette. This is a real time saver because the computer automatically dials the phone numbers for you. The Smart Terminal program also incorporates X-Modem Protocol. This program allows the transferring of files with no transmission errors. You can also use this program when communicating with other Atari computers, if their terminal programs also supports X-Modem protocol.

The intelligently written and easy to understand manual will have you on line in a matter of minutes. To sum it up, if you are looking for a modem that does not require an 850 interface with features found only in more expensive modems, the 1000c should be your number one choice.

Until next month, happy computing.

JACG

The Devil's Advocate

by John Pennetta - JACG

I am a new member of the JACG. And I must say I am impressed. The organization and enthusiasm I saw at the June 9th meeting (that is when I joined) was far above my expectations. I really liked everything about it, especially the fact that there are special interest groups within the group. Which brings me to the reason I'm writing this article.

I heard some talk about the ATR8000 by SWP Inc. I've seen this product advertised in some computer magazines and I saw a few references to it in the past few issues of the newsletter. I would like to say "So what!" I don't really see what all the fuss is about. Couldn't you get the same results by hooking up to another computer via a modem? I understand that the ATR8000 is in its own right a Z80 based computer. Why not hook up a keyboard and CRT display and have a stand-alone computer and (Lord, forgive me) do away with your Atari.

If you have any rebuttal to my views on the ATR8000 please send it to the JACG newsletter (I hate junk mail).

P.S. I am looking forward to many happy and prosperous years with the JACG.

JACG

A Kid's Eye View

By P.E. Semel - JACG

Choplifter Vs. Choplifter

One of the best computer games ever is Choplifter, by Broderbund Software. This action game is available for most home computers. Recently, it was released in a cartridge for Atari computers. I already had the disk version when my friend told me he had bought the cartridge. I thought it might be interesting to compare the two versions and see which, if either, was the better. So my friend brought over his computer, and we compared the games right next to each other. Keep in mind that Choplifter is a great game and that you should go out and buy it if you haven't got it already. Anyway, the first difference we noticed, before we loaded the games, was the price. The cartridge, like so many others, was priced at \$39.05 to \$44.95 while the disk was priced \$5 to \$15 less. Another thing we noticed was the memory required. The cartridge required 16K while the disk needed 48K. So far, the two are tied at 1 advantage each. Next, we loaded the games. The disk took a little longer to load, but not enough to merit a point for the cartridge. Before we started to play, we also noticed some differences. The title in the cartridge version is just the words CHOPLIFTER flashing different colors. The disk has a title page where the word CHOPLIFTER is criss crossed across the screen in a weird but enjoyable pattern. One point for the disk, making the score 2 to 1 in favor of the disk. Another point was awarded to the disk for having the moon in the background. The cartridge had no moon. We finally got around to playing the games when we noticed something else; there were no other differences. The two games played the same, and the graphics were the same. My verdict; buy the disk version, if you have the memory. If you don't, buy the cartridge. No matter what you do, buy Choplifter. You won't be sorry.

JACG

**WAYNE
COMPUTER
SOFTWARE**

ATARI
TRS-80
VIC
SINCLAIR



APPLE
IBM
TEXAS
INSTRUMENTS

ATARI VIDEO CARTRIDGES
HUGE SELECTION • LOWEST PRICES

1459 Rl. 23 WAYNE-WAYNE TILE CENTER
ACROSS FROM PACKANACK CENTER 628-7318
OPEN TUES.-FRI. 10-6. THURS. 10-8, SAT. 10-5

R.R.N.O.O.M. N.U.M.B.E.R.S

by

Hank Hirschfeld - JACG
(201)767-1344

CAD SYSTEM FOR ATARI

Much to my surprise, while reading a magazine called MICROWAVE & RF, I came across an article pertaining to a CAD system for the Atari 800. I had not expected to see articles in professional journals regarding the 800.

CAD is short for computer aided design. It is a program that is used for schematic capture (drawing the design), then to simulate the design, and finally to make the printed circuit board layout. I represent a company that offers CAD systems for IBM and other computers that sell for between \$4000 to \$13000, just for software! This one sells for \$150, so let's see what is being offered.

I contacted a Mr. Kazunari Honjo and requested some information. What follows is some of the info I received. I hope to get a demo to show at one of our meetings.

AC CIRCUIT ANALYSIS PROGRAM FOR ATARI COMPUTER

The program performs frequency analysis of two-port linear circuits. It accepts R, L, C, transformer, transmission line, VUT, CCT, VCT, and black box element characterized in Y or S parameters, and then generates tabulated outputs of power or voltage gain and input/output impedances, or a complete set of S parameters. The input data entry can be easily made by responding through the keyboard and the prompting messages on the monitor. The program is designed to be user interactive and allows simulated breadboarding experiments.

Some of the limitations are only being used with certain two-port circuit elements. The maximum number of circuit elements is 20 in which up to 4 black box elements may be included. The maximum number of sample frequencies for each black box parameter, and for the frequency response data of the source and load impedances is 5 respectively. The maximum number of analysis frequencies is 25.

If you would like more information contact:
Kazunari Honjo
1917 W. Tuliptree Dr. S.E
Huntsville, AL 35803

TESTING MONITOR/DISK PROBLEMS

Someone mentioned problems they had by crashing disks that were placed close to the monitor. This, together with the warnings Atari gave that the disks and drives should be 12 inches away from the monitor, can create visions of all types of disasters. The problem is caused by the electro-magnetic field that is generated within the monitor. The amount of shielding

will determine the potential for altering data on a disk.

Since most of us are cramped for space it is nice to know how close you can get to the monitor and still be safe. An easy way to test your monitor is as follows:

- 1.Format a good disk and copy a good long program, the longer the better.
- 2.Check the disk to make sure it boots.
- 3.Place the disk back in the envelope and place it next to the side of the monitor that is in question.
- 4.Leave the disk in that position as you use your computer for the next few days or weeks checking now and then that it still boots. Eventually you can determine how safe your monitor is with your disks. I did this for a few weeks on all sides of my Commodore 1702 and had no problems. Remember, the same monitors can have different magnetic fields so check yours.

JACG

J A C G Newsletter Advertisements

+++++
RETAILERS - MANUFACTURERS - VENDORS

How would you like to reach a targeted audience of over 500 ATARI computer users? This newsletter has a press run of 800 per month, is read by members and non-members alike, and is sent to over 50 other ATARI User Groups across the country.

Advertising is available on a first-come and space-available basis. Camera ready copy, accompanied by payment, must reach the Editor by the 20th day of the month preceding publication. JACG reserves the right to make decisions concerning the placement of ads within the Newsletter.

Advertising Rates

Full page (7-1/2 x 9) ... \$40.00
Half page \$25.00
Quarter page \$15.00

Discount rates available upon request.

Contact: Herb Lehner
JACG
1375 Blair Court
Bridgewater, NJ 08807

(201) 582-2774 days
(201) 725-9394 evenings

Leyenberger In Print *****

JACG's prolific Arthur Leyenberger has three articles in the August 1984 issue of ANALOG! They include the lead feature article, "The Atari 7800", and two reviews, "Spelling Checker Programs" and "Cut & Paste". Atta go Art!

The Report Card

by Frank Pazel - JACG

THE Book Arrives!!!

Sure, you thought it was a fantasy dream you were having. You just knew the infamous underground author of Planet Missionary had extended his deadline of April first to include the rumor of a great new book on Atari BASIC. You were certain that it was too good to be true; that such an epistle was never to feel the rotogravure's gentle kiss.

Take heart! It was all true. And it's fabulous. JACG President Richard Kushner's much touted Basic ATARI BASIC is a reality. It arrived minutes before our last meeting to the joy of the many. I had been privileged to possess a set of galley proofs but they were incomplete and couldn't hold a candle to the finished product.

Co-authored with James Coan (of Basic APPLE BASIC, and others) and published by the Hayden Book Company of Hasbrouck Heights, this 324 page volume is the answer to many prayers at \$14.95. It is a well organized, logical, and easy to understand text which allows novice and experienced Atarians to learn about their favorite machine. The eleven chapters cover just about everything you need to know to get to at least the intermediate programmer's level. The writing style is natural and makes you feel like a friend is talking to you, not a pedantic professor.

The usual topics are covered, including essential commands, program structure, graphics, sounds, arrays, peripherals, and more. An eight section appendix covers things you've never seen together in one place before. Like Bugs in Atari BASIC and Specific Features of the XL Computers, to mention two. The index is excellent in that it is complete without being too detailed, a complaint I frequently have with these reference pages.

Each chapter is organized into presentations followed by examples you can type in, followed by a summary of what you just did. There are ample problems provided at the end of each chapter with solutions to even-numbered exercises in Appendix H. Also at the end of each chapter is the Programmer's Corner which discusses in greater detail some special feature or advanced idea related to that chapter. It is a clever idea and lends that extra quality to the book which makes it that more interesting to any level reader/user.

I really like this book. It fills a void too long ignored. All the books I have looked at were either too elementary, too advanced, or too disorganized to recommend to someone really interested in learning what programming the Atari is all about. I can answer those requests with this book. In fact, to show my enthusiasm I will be ordering about seventy of them real soon. Basic ATARI BASIC will serve as the textbook of competitive choice in my new Introduction to BASIC Programming course which is filled with six sections for the coming school year. Who knows....we may even be lucky enough to have one of the actual authors visit our classroom and autograph the text. It all depends on whether Mr. Coan can find the time.

JACG



You're going to expand your Atari®... So why not do it right.

Atari-CP/M™ — A whole new world of personal computing

SWP announced price increases for the 16K and 64K computers effective July 1. GEMINI will attempt to hold its current prices as long as we are able.

* ATR8000 COMPUTER *

16K COMPUTER.....\$289.95
Parallel printer port, serial
modem port, disk drive controller
and printer buffer

64K 280 COMPUTER..... 399.95
with CP/M - 5-1/4"
Parallel printer port, serial
modem port, disk drive controller

CO-POWER 88/128K..... 359.95

CO-POWER 88/256K..... 449.95
with MS.DOS - 5-1/4"

* ATR8000 CABLES *

ATR8000 CPU TO
SERIAL MODEM..... 29.95
PARALLEL PRINTER..... 29.95
2-DISK DRIVES..... 24.95
4-DISK DRIVES..... 29.95
RS232 TERMINAL..... 29.95

5-1/4 TO 8 ADAPTER..... 19.95

* ATR8000 SOFTWARE *

CP/M 2.2 - 5-1/4..... 89.95
MY.DOS - 5-1/4..... 24.95
AUTOTERM 80 - 5-1/4..... 27.95
Software 80-column display
CP/M 86 - 5-1/4..... 54.95

* ATR8000 DISK DRIVES *

SINGLE 5-1/4".....\$209.95
Single sided, double density
40 track without controller
with power supply and cabinet
(TANDON TM100-1)

SINGLE 5-1/4"..... 289.95
Double sided, double density
40 track without controller
with power supply and cabinet
(MPI52 or TANDON TM100-2)

SINGLE 5-1/4"..... 389.95
Double sided, double density
80 track without controller
with power supply and cabinet
TANDON TM101-4)

SINGLE 5-1/4" HALF HEIGHT... 324.95
Double sided, double density
40 track without controller
with power supply and cabinet
-has blank filler for addition
of second drive at later date
(TEAC 55B)

DUAL 5-1/4" HALF HEIGHT..... 524.95
Double sided, double density
40 track without controller
with power supply and cabinet
(TEAC 55B's)

SINGLE 5-1/4" HALF HEIGHT... 224.95
Double sided, double density
Skeleton drive for addition
to existing half height unit
(TEAC 55B)

POWER SUPPLY & CABINET..... 59.95
for single full height drive

SWP Inc
MICROCOMPUTER PRODUCTS



GEMINI



267-0988



86 RIDGEDALE AVENUE
CEDAR KNOLLS, N.J. 07927

STORE HOURS: MON-THU 9-6
FRI 9-8 SAT 9-4
CLOSED SUNDAYS

SOURCES

Hardware - Software - Repair

for your ATARI. Asterisks indicate advertisements elsewhere in this newsletter.

** GEMINI **

86 Ridgedale Ave.
Cedar Knolls, NJ 07927
(201)267-0988

** Software Spectrum **

382 Somerset Street
North Plainfield, NJ 07060
(201)561-8777

** Micro Concepts **

Atari for Less
Nick Scalera
(201)328-0752

** Wayne Computer Software **

1459 Route 23
Wayne, NJ 07470
(201)628-7318

** Diamondsoft **

P.O. Box 3850
Cherry Hill, NJ 08034
(609)778-1250

The above listings are free to current advertisers. Others interested in being listed in this column should send business address and telephone number with check for \$5 per month, payable to JACG, to advertising manager Herb Lehner, 1375 Blair Court, Bridgewater, NJ 08807.



TRADING POST

Trading Post is a service for JACG members who wish to sell or swap items of any type. There is no charge for this service and material must reach the Editor by the 20th of the month to be considered for inclusion in the following month's Trading Post. No commercial services or items will be accepted.

>>>>><<<<<<

FOR SALE: Atari 810 Disk Drive. Excellent condition. With Happy Enhancement \$385. Without H/E (factory original) \$225. Contact John Diglio. (201)887-3914.

SAVE \$40

I850 by CONVLOGIC, INC.
**PRINTER/MODEM/RS-232
INTERFACE**

Same connections as ATARI 850
Supports all modem programs
BUILT-IN 1.5K PRINTER BUFFER

DiamondSoft

\$189 from Convologic

ONLY \$149
from DiamondSoft

P.O. Box 3850

Cherry Hill, NJ 08034



(609) 778-1250



In NJ add 6% sales tax. Shipping \$3.00.

Writing For The JACG Newsletter

Articles should be submitted to the Editor by the 20th of the month for inclusion in the next issue. Submissions preferred on disk, using LJK Letter Perfect or Atari Writer. Font style should be Elite or Proportional with right hand justification. If hard copy is submitted the final printed width should be 4-1/4 inches from left margin to right margin. All formats will be considered including hand written documents if first arranged with the editor.

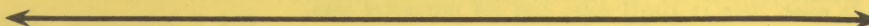
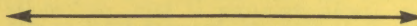
We want to encourage everyone to voice his/her thoughts, knowledge, and opinions. Writing will be modified at the discretion of the Editor. No piece will be knowingly altered out of original intent.

.....



JACG DISK LIBRARY

How To Order



PROGRAM LIBRARY. The legendary JACG library contains programs to entertain, confound, amuse, delight, and assist you. These have been selected from member contributions and by exchange and contribution from other Atari clubs throughout the world. No program is warranted or guaranteed in any way by JACG or any other party, and JACG accepts no responsibility other than to replace at no charge any disk or tape found to be physically defective.

The library is public domain material. It is JACG library policy to not knowingly include in the library any commercial or copyrighted software, except by permission of the owner.

The library is organized into volumes for duplication purposes. While the software itself is considered free to members, and members are free to exchange or duplicate the software, we do charge for disks and tapes. These charges cover costs of media, wear and tear on the library tape and disk drives, and postage.

OBTAINING VOLUMES. The disk library is available at all JACG monthly meetings. Disks may be obtained in the lobby before each meeting. There is a charge of \$5.00 per volume (one disk of programs). We provide the disks.

TAPE VOLUMES. Some but not all of the library programs can be transferred to and will work on cassette based Atari systems. We have two tape librarians who attempt to provide volumes on that media. These volumes (one tape of programs) mirror the disk volumes, except omitting any programs that require a disk to operate. The charge is \$5.00 per tape volume. Owing to the difficulty of maintaining a full inventory on tape, you may have to take potluck, or ask for a specific volume to be custom duplicated for you, to be picked up at the next meeting.

BUT I LIVE IN ALASKA! Yes, we know. You can order disk volumes by mail. These are \$6.00 per volume. Send a check for the proper amount (not cash) made out to JERSEY ATARI COMPUTER GROUP and specify the volumes desired. Send to:

J.A.C.G.
attn D.A. URSEM
37 Clover Lane
Randolph N.J 07869

Do NOT send S.A.S.E or blank disks when with mail orders. The \$6.00 fee takes care of all that.

We DO NOT accept mail order requests for tapes at present. (The solution is to order the disk volume and then visit a friend who has a disk and copy over the programs to tape).

CONTRIBUTIONS to the library are very welcome. Don't be shy - if YOU think what you invented is neat, other members probably will too! Send in your creation on a disk. We'll return the disk with a couple of free programs and maybe some helpful advice on how to make it even more fantastic.

DOCUMENTATION AND ADVICE is the other service your library provides. If you are stuck on a programming or operational problem, or need info about current hardware or software, feel free to give me a call evenings or weekends at (201) 895-2522. We have experience with or information on every programming technique, program, or peripheral that works on the Atari. JACG can't circulate documentation but we can answer questions or get you to someone who can.



AFRICA	graphic	BASIC	AFRICAN SAFARI GAME	16K BAS	basload
At last, an adventure game that is fast, fun, and colorful. And anyone can play. there is NO TYPING - you just twitch the joystick to move. (if that's the physical/mental state you've been reduced to by all those other games, then this is for you). Good for a group since each round takes only 2-3 minutes and everyone can watch and kibitz. The game comes up amid jungle drum sounds showing a playing board sprinkled with letters designating unexplored sites. The object is to find the lost city before the perils of the Dark Continent sap your resources. Your resources consist of STRENGTH, WATER, AMMO, and TREASURE. The terrain you pass through may include desert, plains, swamps, quicksand. You lose water points in the desert, strength in the swamps, etc. And your ammo gets used as you encounter lions, rhino, cobras, and other varied denizens. There are also oases, villages, and campsites that will replenish your points if you can but stumble across their locations. Clues exist if you can reach one or more of the letter-marked locations. These contain a priest, oracle, hermit, or prophet who will give you tips as to what one of the other sites contains. Thieves or bandits will not be so helpful if you happen across their sites.					
JACGAIR	arcade	ML	JACB AIRMAN - a unique arcade game	16K	dosload
(use the DOS L command or rename this as AUTORUN.SYS for automatic start). How many clubs have their own dedicated arcade game? Well, JACB does. The object, on a PAC-MAN like playing board, is to fly your plane over the targets, while avoiding contact with the searching missiles, AA guns, and enemy plane. You must do the screen before your fuel runs out. The targets include a bridge, a city, aircraft carrier and troopships, tanks, and trucks. As a special help, you can fly over the four letters J A C G to gain immunity against the enemy units that are otherwise fatal to you. Flying over the J protects you from the tan plane; the A against the red plane; C against the guns, and G against the missiles. NOTHING will protect you from the red missile, though. If you succeed, your fuel is replenished and the score continues to mount. This is a well-done, fast and intriguing game.					

DISK volume 046 SPECIAL 004 - Little Kids' Favorite Games

Computers are fascinating to even the youngest kids, and they want to be included in the activity too. But what do you do when you can't yet read, and coordination isn't there to even hold and work a joystick? Why, you ask for your own games. And here they are - a collection of the all time favorites of the pre-school set. Ages 1-6.

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
046 KRISTENS	age 1-2	BASIC	first experience with keys, sound	16K BAS	basload
this game was whipped together for my daughter when she wanted to reach out and bang on the computer keys. it remained a favorite for months. All it does is react to whatever the child does, in a satisfying way. All keys are active, including option, select and start, which vary background. Leaning on a key cycles through different colored characters, noisily. the joystick works too, to paint the screen. Space bar starts a clean screen. Half the fun is action-reaction, while the other half is hearing the sounds and seeing the color and shape changes. Expect to hold the child on your lap, and lead them to the keys that do different things. A couple of minutes attention span is about average at this age.					
DOGGIES	age 3-4	BASIC	move the barking doggies	16K BAS	basload
this is really an adult puzzle, trying to reverse the positions of blue and yellow doggies in as few moves as possible. For the young kids, forget the puzzle, just making the dogs move is the attraction. For this you have to move the joystick side-to-side to get the marker bone under a doggie, then press Fire to move the doggie to an adjacent or next-adjacent clear spot. see also this entry in volume two.					
CHICKEN	age 3+	BASIC	a chicken crossing a busy highway	16K BAS	basload
move the chicken from top to bottom avoiding collisions with colorful cars. this is a great arcade game (see also description in volume 010) but its the easy control and action that attracts the younger kids.					
FROG	age 4-5	BASIC	steer frogs tongue to catch flies	16K BAS	basload
use joystick to steer and fire to shoot out the big froggy tongue (see also entry in volume 025)					
JUMPMACK	age 4-6	BASIC	jump over obstacles	16K BAS	basload
time the jumps and just press space bar to make the jumping jack leap over the obstacles.					
SAUCER	age 4-6	BASIC	a flying saucer game	16K BAS	basload
JUGSY	age 4-7	BASIC	make the juggler juggle and catch	16K BAS	basload
you steer the jugglers arms. you may want to insert a little delay statement like FOR DLY=1 to 100:NEXT DLY at an appropriate place in the program to slow this down a little for the younger child.					
FRIEND	age 5-7	BASIC	3 games in a menu	16K BAS	basload
the games of ROBOT, QUEST, and computer friend.					

DISK volume 047 SPECIAL 005 - PILOT PROGRAMS

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
047 CHILDREN	education	PILOT	two games for young readers	16K PILOT	pilotload/menu
all of these programs require the ATARI PILOT Language cartridge					
in the first game, the story of goldilocks is told, prompting for words and phrases as it goes. the storyline then works these in to create your own, hilarious variation. the second game is COLORS, in which you are given a color then asked to name things that are that color. answers are checked and the program seems to 'converse' with you, reacting reasonably to your different inputs.					
MATCH	education	PILOT	name attributes of various objects	16K PILOT	pilotload/menu
again, pilot's answer-matching ability is used to make this program seem to 'talk' intelligently. you are asked, for example, to name something that trees have, and various answers, if logical, are all okay, and elicit warming feedback. a dozen or so objects are discussed.					
TURTLE	art	PILOT	three drawing activities using turtle	16K PILOT	pilotload/menu
these are interactive demos of a sort. the first creates a city out of individual house shapes, the second does line drawing to form patterns in a ballet. the third, and most fascinating, accepts input numbers to control drawing of radically variable curvy patterns based on cycloidal curve calculation.					
SLIDESHOW	art	PILOT	a slideshow of prepared screens	16K PILOT	pilotload/menu
from a programming standpoint, this is useful in that it shows how, using PILOT, you can handle keyboard input and real time clock.					
MENU	human	PILOT	an automatic menu for any PILOT disk	16K PILOT	pilotload/menu
done in PILOT, this is an equivalent to the JACB menu. you can move it to any of your pilot disks for easier select-and-run of your various programs.					
miscellaneous	school art	the remaining PILOT programs on this disk are sound and art projects			
done by school classes. they include routines you can lift and include in your own projects, such as music (this is the way we wash our clothes, Mary had a little lamb), starburst, fill, and polka dot graphics, geometrical drawing, and several complete scenes: sunset, sailing, city night, red barn, and more.					

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
048 FOOTBALL	simul	BASIC	computer football game	32K BAS	basload
a full-blown two team football game with lots of plays to choose from					
DUNGEON.ADV	adven	BASIC	a large adventure with all the thrills	32K BAS	basload
GOLDRUSH	arcade	BASIC	mine the gold, beware of falling rock	16K BAS	basload
the graphics in this game are excellently done, and the action is fast					
WEREWOLF	adven	BASIC	you're all hairy! where's the cure?	16K BAS	basload
in this unusual adventure, you wake up with an overriding urge to howl at the moon, and certain other antisocial attributes. the adventure is all about how you can find the antidote for your strange affliction... and by the way, you only have till dawn to do it!					

DISK volume 049 SPECIAL 006 - XL TRANSLATOR DISK ONE					
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
049 TRANSLATOR1	HUMAN	m1	allows 600XL,800XL to run as 400/800		boot the disk
by booting this disk into your 600XL, 800XL, or ATARI 1200, you replace the XL operating system with a 400/800 operating system that is compatible with 95% of the commercial programs designed for the older Atari machines. This disk is supplied by ATARI support as a service for XL owners.					
DISK volume 050 SPECIAL 006 - XL TRANSLATOR DISK TWO					
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
050 TRANSLATOR1	HUMAN	m1	allows 600XL,800XL to run as 400/800		boot the disk
by booting this disk into your 600XL, 800XL, or ATARI 1200, you can run the other 5% of commercial programs designed for the older Atari machines. This disk is supplied by ATARI support as a service for XL owners.					
DISK volume 051 GRAPHIC/SOUND 006					
CONTAINING Bill Hough's PICSHOW and USRSTRING programs as featured in the May 84 and Jun 84 JAGG Newsletter					
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
051 PICSHOW.BAS	playfld	BASIC	cycling auto display of 6R.7+ screens	48K BAS	basload
using pre-prepared displays of graphics 7+ screens (four color high res Antic mode 14 graphics) this program allows you to set up an unattended cycling demo that shows each screen for a predetermined length of time, then goes on to the next. the screens can include text (using PICUTE program to superimpose your text announcements on top of the graphics pictures). exposure time may be set differently for each picture. a single density disk holds up to 11 full screens.					
PICUTE.BAS	playfld	BASIC	superimpose text onto graphics 7+	48K BAS	basload
PICPRINT.FX8	playfld	BASIC	compatible with MICROPAINTER print 6R.7+ screens on EPSON FX80	48K BAS	basload
PICPRINT.CEN	playfld	BASIC	compatible with MICROPAINTER graphics package screens or PICSHOW screens print 6R.7+ screens on CENTRONICS	48K BAS	basload
ARTIST	playfld	data	compatible with MICROPAINTER graphics package screens or PICSHOW screens DEMO picture for PICSHOW	n/a	via program
SKIER	playfld	data	DEMO picture for PICSHOW	n/a	via program
ELKHOUND	playfld	data	DEMO picture for PICSHOW	n/a	via program
LIBERTY	playfld	data	DEMO picture for PICSHOW	n/a	via program
BLUEBIRD	playfld	data	DEMO picture for PICSHOW	n/a	via program
USRSTRING.LST	pgmimg	BASIC	loads m1 file into BASIC string	16K BAS	basenter
creates a set of BASIC program statements that define and hold any binary file as a long basic string variable, rather than as poke or data statements. this is faster to execute or access and saves much memory over other methods of storing binary data such as m1 routines or character fonts within a basic program. see June 84 JAGG newsletter for full discussion of technique.					

Continued From Page 12

use to look things up. No more. You can use the print labels function to get a list to print to the screen but there is no way to stop and look at it. It just scrolls by. In a way, SynFile+ is like a spreadsheet but in a different format. The data is stored in DIF (Data Interchange Format) and can be transferred between SynCalc, SynTrend and AtariWriter. I have tried the transfer to AtariWriter to have it pick up names and addresses to do letters with but so far, no luck. Poor instructions in my opinion. One nice feature; you can print one, two, three, or four labels across the page instead of one when using FileManager 800+. A nice plus, but again not when you just want to put them on a plain piece of paper.

SynTrend Have not used SynStat so no comment. SynGraph: Excellent start but a poor, Poor, POOR ending. Very nice and easy when entering and editing data. Very nice in asking you the questions as to how you want to show the data. Saves the screen with the graph and allows you to bring it back very quickly. Has a small BASIC program that you can type in to show a graph (line, bar, pie; you name it) as in a slide show. But suppose you want to print the graph. You must go through all of the questions as to how to display the information, which is normal. Before or after you save it you must print it. BUT, suppose you want to go back later and get another copy. You must go back to answering all of the questions over again as to how you want to display it before you can print it again. This is stupid. Forget it. Also,

suppose you want to rename or delete a data file. You can't, unless you go to DOS or a menu program that allows you to do this. OK, now you are printing the program--but wait a minute--what happened to the legend at the bottom of the screen. It does not print! What good is a graph where there is no legend? How do you tell what the lines mean? You have got to be kidding. Who would want this? NO ONE! Also, the figures you enter can not be displayed in full. If you want 2500, it shows 25 and shows you E-2 at the top of the graph. The numbers are in floating point notation! So much for SynGraph. Good start but a bad program.

Also, so much for first impressions.

FLASH: Called Bill McGee on Friday, June 22nd and talked to him about SynTrend. While I have found Bill to be very nice, I do not think he really wanted to hear what I had to say. His SynTrend works on an Epson printer but he would call Brian at Synapse and check with him. Received a call back on Monday, June 25th. They tested SynTrend on a Prowriter 8510A but not the B machine. They will try to find a B machine and test it. I think they will find out what I found out on my printer and Scoop Pazel's machine. Bill does not know what they will do now. I do. I want my money back. Do not buy this program until it works.

JAGG

GIVE A BIT!!!

J A C G #
JERSEY ATARI COMPUTER GROUP #
58 DEWEY AVENUE #
HIGH BRIDGE, NEW JERSEY 08829 #
#####



FIRST CLASS MAIL

Mark Knusten
538 E. 5th Ave.
Roselle, NJ 07203
Last Issue: 05/85

JACG NEWSLETTER - VOLUME 3, NUMBER 11

July 1984

J A C G EXECUTIVE COMMITTEE

President: Richard Kushner
58 Dewey Avenue
High Bridge, NJ 08829
(201) 638-8732 (home)
(201) 582-4794 (work)

Vice Pres.: Curtis Springstead
4 Paul Place
Haskell, NJ 07420
(201) 839-1702

Secretary: Anne Tom
5 Hillary Terrace
Succasunna, NJ 07876
(201) 584-8362

Treasurer: Ron Kordos
201 Lake Valley Road
Morristown, NJ 07960
(201) 285-9670

Librarian: Don Ursem
37 Clover Lane
Randolph, NJ 07869
(201) 895-2522

Editor: Frank Pazel
14 Whitman Drive
Denville, NJ 07834
(201) 627-8845

Programs: Richard Rospond
148 Center Avenue
Chatham, NJ 07928
(201) 635-2936

BBS Sysop: Scott Brause
12 Bradford Road
Edison, NJ 08817
(201) 549-8878

Editor at Large: Art Leyenberger
48 Lawrence Road
Parsippany, NJ 07054
(201) 887-2861

Advertising: Herb Lehner
1375 Blair Court
Bridgewater, NJ 08807
(201) 725-9394

Disk Librarians:
Richard Lamb
Dennis Hoskins

Tape Librarians:
Charles Neppel
Harold Wolverton

Reviewer:
Manny Lieberman

The Jersey Atari Computer Group (JACG) is an independent, informal organization of ATARI computer users. It is not affiliated with Atari or any other commercial enterprise. Opinions expressed in this publication reflect only the views of the individual author, and do not necessarily represent the views of JACG. Material in this Newsletter may be reprinted by other Atari User Groups, provided the author (if applicable) and JACG are given credit and the issue date is given. Only original work may be reprinted. Questions concerning reprinting should be addressed to the Editor.